Claims

[0071]   What is claimed is:

1   1. A computer-implemented input method for a user interface, the user

2   interface including a zone occupying less than the entire user interface, the

3   method comprising:

4   responsive to a user input in the zone being stroke input, performing a

5   command associated with the user input; and

6   responsive to the user input in the zone being a menu activation com-

7   mand, displaying a menu including a plurality of commands.

1   2. The method of claim 1, wherein the zone is associated with an object,

2   and wherein performing a command comprises manipulating the object.

1   3. The method of claim 1, wherein the zone is adjacent to an object.

1   4. The method of claim 1, wherein the menu activation command com-

2   prises pressing a button.

1   5. The method of claim 1, wherein the menu comprises at least one com-

2   mand associated with stroke input.

1   6. The method of claim 5, wherein the menu comprises, for each com-

2   mand associated with stroke input, an icon indicating the associated stroke in-

3   put.

1   7. The method of claim 1, wherein the zone comprises a portion of a win-

2   dow associated with an object.

1   8. The method of claim 1, further comprising, responsive to the user input

2   in the zone being of the second type:

3   receiving a selection of a command from the menu; and

4   performing the selected command.

1   9. The method of claim 1, wherein the user interface includes a plurality

2   of zones, each zone corresponding to a type of command, and wherein the com-

3   mand associated with the user input and the commands in the menu belong to

4   the type.

1   10. The method of claim 1, wherein the user interface includes a plurality

2   of zones surrounding an object, and wherein performing the command com-

3   prises performing the command on the object.

1   11. The method of claim 10, wherein performing the command on the ob-

2   ject comprises changing a characteristic of the object.

1   12. The method of claim 11, wherein changing the characteristic of the ob-

2   ject comprises:

3   responsive to the stroke input being along a first axis, changing the char-

4   acteristic of the object by a first increment; and

5   responsive to the stroke input being along a second axis, changing the

6   characteristic of the object by a second increment different from

7   the first increment.

1   13. The method of claim 12, wherein the second increment is of smaller

2   magnitude than the first increment.

1   14. The method of claim 12, wherein the menu comprises commands for

2   changing the characteristic of the object by the first and second increment.

1   15. The method of claim 12, wherein the second axis is perpendicular to

2   the first axis.

1   16. The method of claim 15, wherein one axis is vertical, and the other

2   axis is horizontal.

1   17. The method of claim 12, wherein the characteristic of the object is one

2   selected from the group consisting of:

3   a start position;

4   an end position;

5   a duration;

6   a size;

7   a length;

8   a date;

9   a time;

10   a numeric value;

11   a width;

12   a height;

13   an image cropping specification;

14   a thickness;

15   a decimal place location;

16   playing speed;

17   playing position;

18   a leading character;

19   a terminating character;

20   a location;

21   an alignment;

22   a rotation;

23   a font;

24   a style;

25   a capitalization;

26   a color;

27   an opacity;

28   a brightness; and

29   a relative volume.

1   18. A system for accepting user input for performing a command, the sys-

2   tem comprising:

3   a display device, for displaying a user interface including a zone occupy-

4   ing less than the entire user interface;

5   an input device, for accepting using input associated with the zone; and

6   a processor, coupled to the display and the input device, for:

7   responsive to a user input associated with the zone being stroke in-

8   put, performing a command associated with the user in-

9   put; and

10   responsive to the user input associated with the zone being a menu

11   activation command, causing the display device to dis-

12   play a menu including a plurality of commands.

1   19. The system of claim 18, wherein the zone is associated with an object,

2   and wherein performing a command comprises manipulating the object.

1   20. The system of claim 18, wherein the display device displays an object,

2   and wherein the zone is displayed adjacent to the object.

1   21. The system of claim 18, wherein user input comprises the menu acti-

2   vation command comprises pressing a button on the input device.

1   22. The system of claim 18, wherein the menu comprises at least one com-

2   mand associated with stroke input.

1   23. The system of claim 22, wherein the menu comprises, for each com-

2   mand associated with stroke input, an icon indicating the associated stroke in-

3   put.

1   24. The system of claim 18, wherein the display device displays a window

2   associated with an object, and wherein the zone comprises a portion of the win-

3   dow.

1   25. The system of claim 18, further comprising, responsive to the user in-

2   put in the zone being of the second type:

3   the input device receives input representing a selection of a command

4   from the menu; and

5   the processor performs the selected command.

1 26. The system of claim 18, wherein the user interface includes a plurality

2 of zones, each zone corresponding to a type of command, and wherein the com-

3 mand associated with the user input and the commands in the menu belong to

4 the type.

1 27. The system of claim 18, wherein the user interface includes a plurality

2 of zones surrounding an object, and wherein the processor performs the com-

3 mand by performing the command on the object.

1 28. The system of claim 27, wherein the processor performs the command

2 on the object by changing a characteristic of the object.

1 29. The system of claim 28, wherein the processor changes a characteristic

2 of the object by:

3   responsive to the stroke input being along a first axis, changing the char-

4   acteristic of the object by a first increment; and

5   responsive to the stroke input being along a second axis, changing the

6   characteristic of the object by a second increment different from

7   the first increment.

1 30. The system of claim 29, wherein the second increment is of smaller

2 magnitude than the first increment.

1   31. The system of claim 29, wherein the menu comprises commands for

2   changing the characteristic of the object by the first and second increment.

1   32. The system of claim 29, wherein the second axis is perpendicular to

2   the first axis.

1   33. The system of claim 32, wherein one axis is vertical, and the other axis

2   is horizontal.

1   34. The system of claim 29, wherein the characteristic of the object is one

2   selected from the group consisting of:

3   a start position;

4   an end position;

5   a duration;

6   a size;

7   a length;

8   a date;

9   a time;

10   a numeric value;

11   a width;

12   a height;

13   an image cropping specification;

14   a thickness;

15   a decimal place location;

16   playing speed;

17   playing position;

18   a leading character;

19   a terminating character;

20   a location;

21   an alignment;

22   a rotation;

23   a font;

24   a style;

25   a capitalization;

26   a color;

27   an opacity;

28   a brightness; and

29   a relative volume.

1   35. A computer program product for accepting input in a user interface,

2 the user interface including a zone occupying less than the entire user interface,

3 the computer program product comprising:

4   a computer-readable medium; and

5   computer program code, encoded on the medium, for:

6   responsive to a user input in the zone being stroke input, perform-

7   ing a command associated with the user input; and

8   responsive to the user input in the zone being a menu activation

9   command, displaying a menu including a plurality of

10   commands.

1   36. The computer program product of claim 35, wherein the zone is asso-

2   ciated with an object, and wherein the computer program code for performing a

3   command comprises computer program code for manipulating the object.

1   37. The computer program product of claim 35, wherein the zone is adja-

2   cent to an object.

1   38. The computer program product of claim 35, wherein the menu activa-

2   tion command comprises pressing a button.

1   39. The computer program product of claim 35, wherein the menu com-

2   prises at least one command associated with stroke input.

1   40. The computer program product of claim 39, wherein the menu com-

2   prises, for each command associated with stroke input, an icon indicating the as-

3   sociated stroke input.

1   41. The computer program product of claim 35, wherein the zone com-

2   prises a portion of a window associated with an object.

1   42. The computer program product of claim 35, further comprising com-

2   puter program code for, responsive to the user input in the zone being of the sec-

3   ond type:

4   receiving a selection of a command from the menu; and

5   performing the selected command.

1   43. The computer program product of claim 35, wherein the user interface

2   includes a plurality of zones, each zone corresponding to a type of command,

3   and wherein the command associated with the user input and the commands in

4   the menu belong to the type.

1   44. The computer program product of claim 35, wherein the user interface

2   includes a plurality of zones surrounding an object, and wherein the computer

3   program code for performing the command comprises computer program code

4   for performing the command on the object.

1   45. The computer program product of claim 44, wherein the computer

2   program code for performing the command on the object comprises computer

3   program code for changing a characteristic of the object.

1   46. The computer program product of claim 45, wherein the computer

2 program code for changing the characteristic of the object comprises computer

3 program code for:

4   responsive to the stroke input being along a first axis, changing the char-

5   acteristic of the object by a first increment; and

6   responsive to the stroke input being along a second axis, changing the

7   characteristic of the object by a second increment different from

8   the first increment.

1   47. The computer program product of claim 46, wherein the second in-

2 crement is of smaller magnitude than the first increment.

1   48. The computer program product of claim 46, wherein the menu com-

2 prises commands for changing the characteristic of the object by the first and

3 second increment.

1   49. The computer program product of claim 46, wherein the second axis is

2 perpendicular to the first axis.

1   50. The computer program product of claim 49, wherein one axis is verti-

2 cal, and the other axis is horizontal.

1   51. The computer program product of claim 46, wherein the characteristic

2   of the object is one selected from the group consisting of:

3   a start position;

4   an end position;

5   a duration;

6   a size;

7   a length;

8   a date;

9   a time;

10   a numeric value;

11   a width;

12   a height;

13   an image cropping specification;

14   a thickness;

15   a decimal place location;

16   playing speed;

17   playing position;

18   a leading character;

19   a terminating character;

20   a location;

21   an alignment;

22   a rotation;

23   a font;

24   a style;

25   a capitalization;

26   a color;

27   an opacity;

28   a brightness; and

29   a relative volume.